

HERO QUEST



Attack of the Sleeping Wizard

A magical sleep falls on the population of the kingdom, and the Heroes will have to find a way to break the spell...

"This is, of course, Lengrati's work – a mighty magician serving Zargon. You must break the spell, and this will only be possible with the help of the legendary Magical Horn. You will find Lengrati hiding in an old ruin, not far from here. As soon as the Horn is blown, everyone will wake up. Leave without delay, my friends."

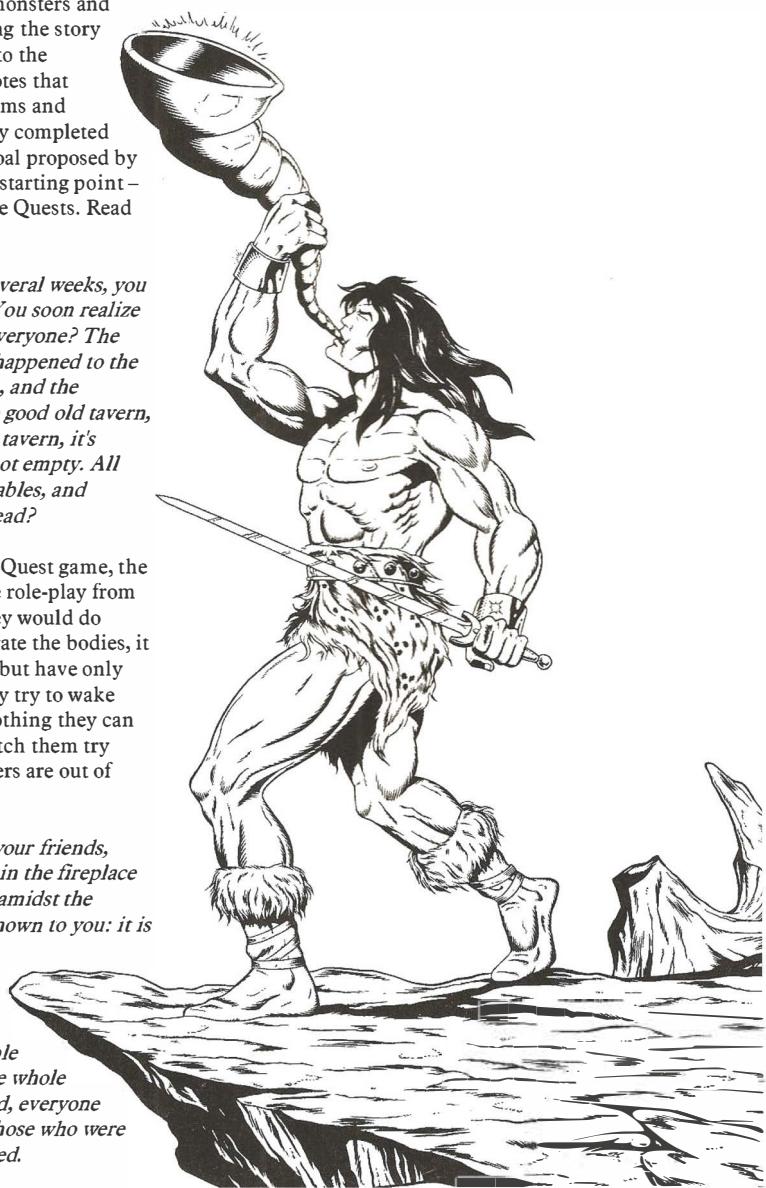
Here we are with three more new Quests for HeroQuest (we hope no one takes offense this time!). As usual, each Quest adventure is divided into three parts: the Quest Map that shows the locations on the board where to place the furniture, monsters and traps; the Parchment Text, containing the story of the challenge that should be read to the players by Zargon; and the Quest Notes that explains what happens in certain rooms and special events. A Quest is successfully completed when the Heroes have reached the goal proposed by Zargon, and have all returned to the starting point – which will be the stairway in all these Quests. Read this to the players:

After a long journey, which lasted several weeks, you have just returned to the kingdom. You soon realize that something is wrong. Where is everyone? The streets are completely empty. What happened to the merchants, the farmers, the children, and the minstrels...? You decide to go to the good old tavern, to find answers. When you enter the tavern, it's completely silent – but the place is not empty. All the regulars are there, leaning over tables, and others lying on the floor. Are they dead?

Although this is not part of the HeroQuest game, the Zargon player will now require some role-play from the other players. Ask them what they would do instead of the Heroes. If you investigate the bodies, it reveals that none of them are dead – but have only fallen into deep sleep. Make sure they try to wake someone up and then explain that nothing they can do will work, but it will be fun to watch them try anyway. Once you find that the players are out of ideas, say this to them:

While you search for a way to wake your friends, something strange happens: the fire in the fireplace magically erupts, and a face appears amidst the flames. His facial features are well known to you: it is the good Mentor, and he says:

"My friends, the kingdom has fallen victim to a terrible spell. Everyone is in a deep sleep. A horrible black cloud, like a storm, covered the whole region – and when it had disappeared, everyone were in a deep magical sleep. Only those who were far enough away, like you, were spared.



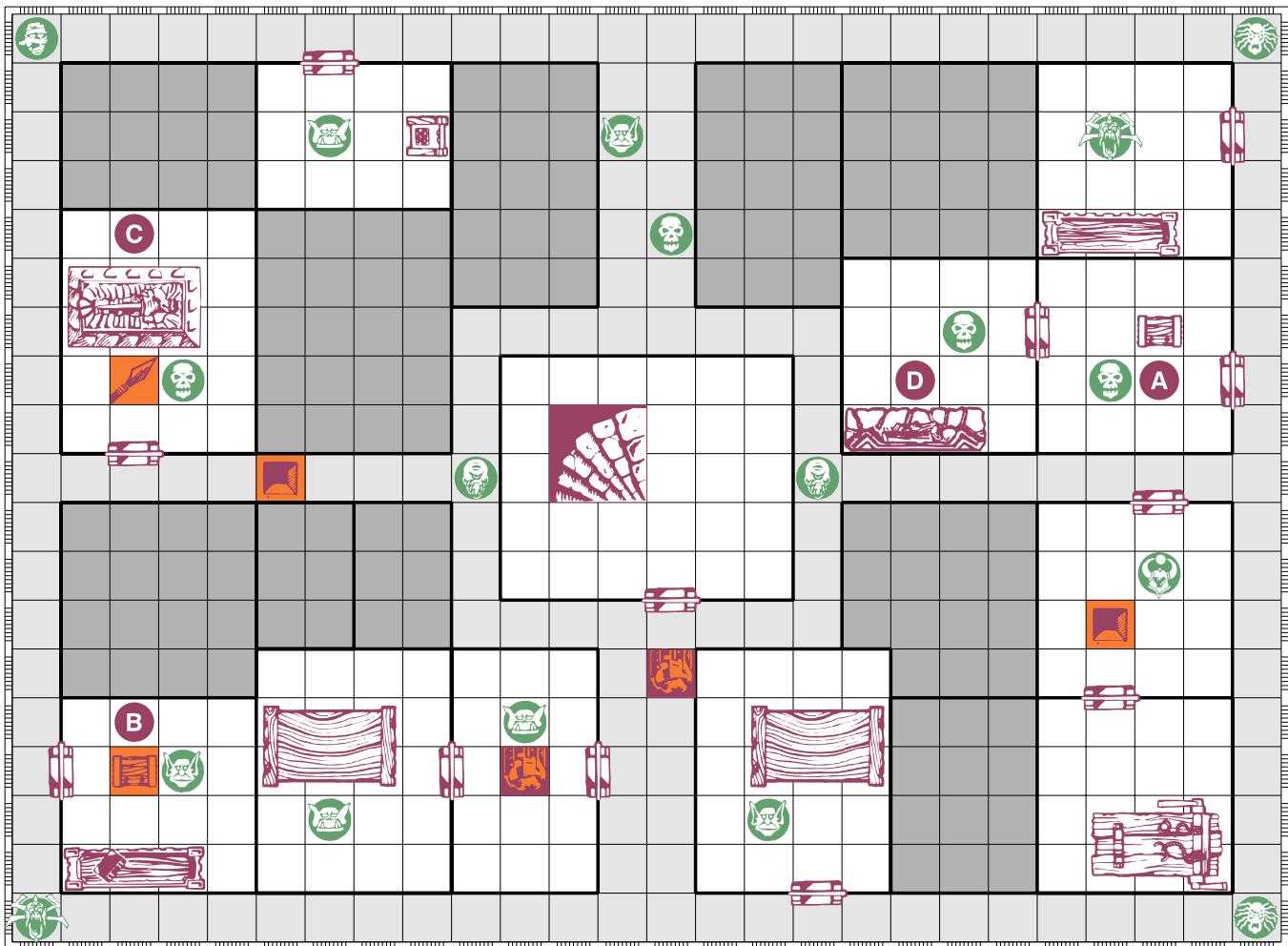
HeroQUEST™

Attack of the Sleeping Wizard

Q U E S T



B O O K



Quest 1 Retrieval of the Crown

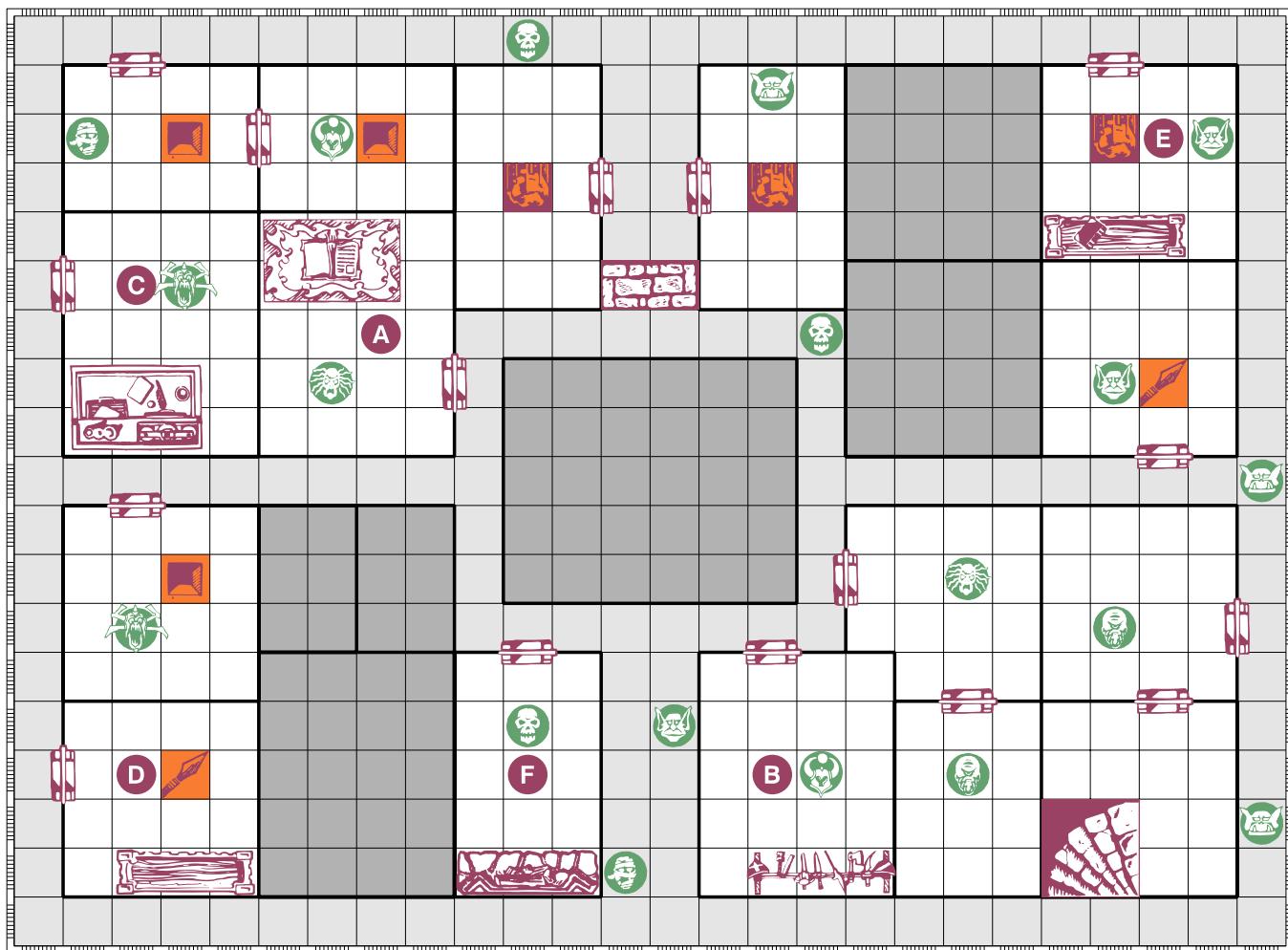
"Your first task is to retrieve the King's crown, stolen by Lengrati's Goblins while everyone slept."

NOTES:

- A** The chest in this room contains 30 gold coins.
- B** The unlucky Hero who opens this chest will be attacked by two Wandering Monsters.
- C** The Hero who seeks treasures in this room will find the King's crown hidden in the tomb.
- D** This room contains a very old fireplace, close to collapsing: when a Hero searches for treasures in this room, a stone will drop and fall on his head – inflicting 2 Body Points of damage.



Wandering Monster in this Quest: Goblin



Quest 2

The Sleeping Wizard

"Now you must find Lengrati, and make sure that he no longer

can cast any spells."

NOTES:

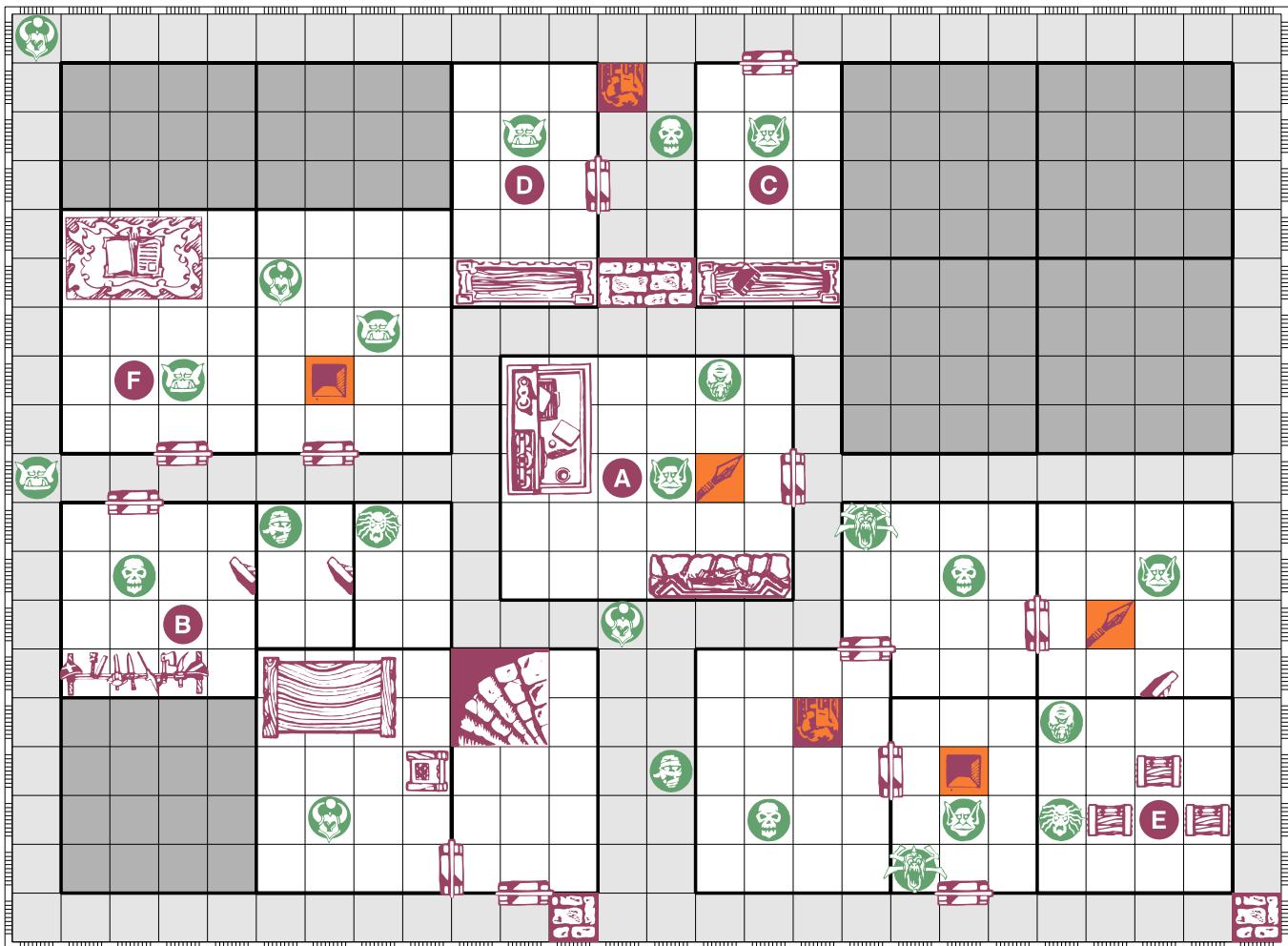
- A** On the sorcerer's table are two spell scrolls: Genie and Swift Wind.
- B** The weapons on the weapons rack are all in very poor condition, except one – which is a magical sword: it is equal to a normal Longsword, but is able to cast the Tempest spell once in each Quest, even if the user of the sword is not the Wizard or the Elf.
- C** On the alchemist bench there is a bottle of Heroic Brew.
- D** The Hero who searches for treasures in this room will find 50 gold coins in the cupboard.
- E** The Hero who searches for treasures in this room will be attacked from behind by a Wandering Monster.
- F** The "sleeping magician" Lengrati is in this room. Lengrati is actually a shape shifter: he can become an identical copy of any of the Heroes, with the same Attack, Defense, Body Points, Mind Points, weapons, armor, and other features. Use the Warlock figure to represent him.

copied does not need to perform this test. After Zargon's next turn, he will have shifted into another Hero.

The Heroes will not know exactly who Lengrati is and who his companion is. The first Hero who attacks Lengrati must roll a combat die: if he rolls a black shield, he will hit his partner instead of Lengrati. Zargon, you decide which Hero just got attacked instead of you. For obvious reasons, the Hero that was



Wandering Monster in this Quest: Gargoyle



Quest 3 The Magic Horn

"Lengrati is defeated. The only thing that remains is to find and blow the Magical Horn, which will awaken the whole

kingdom, freeing it from its deep sleep."

NOTES:

- A** In this room, on the alchemist's bench, is the Magical Horn.
- B** The weapons on the weapons rack are worn out and rusty.
- C** The bookcase seems to contain only old papers, but if a Hero searches for treasures in this room, he will find a small gem – worth 60 gold coins.
- D** The cupboard in this room is a trap: if a Hero searches for treasures here, a magical explosion will cause 2 Body Points of damage to everyone inside the room.
- E** The treasure chests in this room contain 50 gold coins each.
- F** On the sorcerer's table are a Potion of Strength and a Potion of Healing. For more details, see the corresponding treasure cards.



Wandering Monster in this Quest: Gargoyle